



SPACE UFO INVADERS



Your LEGOMania skills are needed again, this time in space!

Your mission is to save the galaxy... and to have fun.

In the Information Center, you can now access the secret room that leads you to the shuttle launch pad hangar.

You enter the Information Center Lobby and you register. The Infomaniac presents you with a key that will allow you to enter a secret room found on the second floor accessible by the elevator. The key works like the keys at the LEGO Land Hotel. Match the icon on the key to a door with the same icon. Inserting the key will open the door which reveals a large hangar. You witness much activity and a scientist invites you in.

" Please come in. I'm so happy that the Infomaniac sent you!
We need your help."

The scientist explains that a call for help from the Galaxy Station arrived moments ago so the shuttle needs to be built for blast off.

- Build the Shuttle (click and drag pieces)
- Blast off (animation)
- Find the windows of opportunity to travel from orbit to orbit (space maze) and maneuver through meteor storms. You may have to repair the ship in space if meteor collisions dislodge pieces. You retrieve the bricks and replace them in order to continue on. You arrive at your destination of the Galaxy-Class Space Station. The station, where aliens abound, is an enormous, rotating cylinder in outer space with farms and cities lining the interior. You meet the Governor who introduces you to the people, the aliens and all of the wonders of the galaxy. Like LEGO Island, there are activities. Activities like: Building and customizing your own vehicles. The Lunar Planet Race, The OTV (orbital transfer vehicles) Brick Relay Race and various zero-gravity sports. All in all life is pretty cool on the station...for now. It's about to disappear forever unless you help.

Bricks are disappearing from the structure of the station.

This causes the designed balance to shift which is causing the station to drift out of orbit. Unless the Bricks are found and placed back in the appropriate place and regain balance the station will drift out to the meteor fields and well, you know what could happen.

Who is taking the bricks? Where are they?



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Everybody suspects everybody else. You learn in your travels that Durak, the meglomaniac Klaxyx mutant is stealing bricks from all over the universe for the purpose of starting his own colony. Durak and his army of aliens (not all aliens are bad) are planning to deconstruct and rearrange the universe.

Durak, like the Brickster (he may even be the Brickster in disguise), has taken and hidden the pieces of the only vehicle fast enough and equipped enough to catch him. To catch him is your ultimate goal.

GAME PLAY

- Find the missing pieces through discovery, following clues and participation in the Galaxy's activities.
- Repair/replace bricks
- Capture the bad guys and put them in the cyro-room

You can, at any time, participate in activities, hunt for the missing bricks for repair and hunt and capture the bad aliens.

You build a special vehicle for capture purposes. It fires bricks and has a mechanical arm to grab bricks with.

Once the station is back in place and the aliens who are stealing are caught, you are faced with the biggest challenge of all: Capture Durak.

Durak challenges you to a deconstruct duel. He appears in his large robot vehicle. You must deconstruct his vehicle and with the cooperation of your galaxy pals capture him and put him in the cyro room to be frozen for prosterity or until the next game. (when the computer is turned off, they thaw out).

Durak will be trying to deconstruct your vehicle too. He isn't giving up that easy. You must maneuver your way around him and/or make necessary repairs to continue on.

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- Build shuttle/blast off
 - Maze/meteor storm
 - land.....Score based on time and collisions

- Activities: build/race
- Find missing bricks/repair
- Capture Alien troops

- Build special vehicle
- Battle with Durak
- Cooperative Capture